

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	2	(portal component authentication requirement weight).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:57
S2	3	(content component authentication requirement weight).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:57
S3	2	(portal content component authentication requirement weight).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:58
S4	1	(portal display content component authentication requirement weight).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:57
S5	1	(determin\$3 request portal content component weight authentication mechanism).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:59

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S1	909	(713/155).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/05 14:46
S2	696	S1 and @ad<"20030627"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/12/05 15:45
S3	2	("20040268154").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/05 14:49
S4	1558	(726/4).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/05 14:50
S5	1402	(713/182).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/05 14:50
S6	3695	S1 or S4 or S5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/12/05 14:50
S7	2168	S6 and @ad<"20030627"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/12/05 15:04
S8	8	(ULLRICH Kai).in.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:43
S9	109	S7 and weight	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:43

EAST Search History

S10	111	S7 and portal	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:43
S12	0	S7 and (portal same weight)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:44
S13	13	S7 and (port\$3 same weight)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:45
S14	119914	(port\$2 same weight)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:45
S15	1428	(portal same weight)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 15:45
S16	857	S15 and @ad<"20030627"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/12/05 15:52
S17	18	S16 and authenticat\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/12/05 15:51
S18	15	(level with security) and ((previous or prior) with authentication with requirement)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/12/05 15:52
S19	10	S18 and @ad<"20030627"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/12/05 15:52



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Relevance scale ☐

1 [Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments](#)



[Additional presentations from the 24th course are available on the citation page](#)

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez

July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov(68:6 MIN)

Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphics, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources. In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

2 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available: pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences non-trivial commun ...

3 [Cryptography and data security](#)

Dorothy Elizabeth Robling Denning

January 1982 Book

Publisher: Addison-Wesley Longman Publishing Co., Inc.

Full text available:  pdf(19.47 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

From the Preface (See Front Matter for full Preface)

Electronic computers have evolved from exiguous experimental enterprises in the 1940s to practical data processing systems in the 1980s. As we have come to rely on these systems to process and store data, we have also come to wonder about their ability to protect valuable data.


Data security is the science and study of methods of protecting data in computer and communication systems from unauthorized disclosure ...

4 Succinct representation of flexible and privacy-preserving access rights

Marina Blanton, Mikhail Atallah

November 2006 **The VLDB Journal – The International Journal on Very Large Data Bases**, Volume 15 Issue 4

Publisher: Springer-Verlag New York, Inc.

Full text available:  pdf(525.96 KB) Additional Information: [full citation](#), [abstract](#)

We explore the problem of portable and flexible privacy preserving access rights that permit access to a large collection of digital goods. *Privacy-preserving* access control means that the service provider can neither learn what access rights a customer has nor link a request to access an item to a particular customer, thus maintaining privacy of both customer activity and customer access rights. *Flexible* access rights allow a customer to choose a subset of items or groups of items ...

Keywords: Compact representation, Flexible access rights, Privacy-preserving access rights

5 Link and channel measurement: A simple mechanism for capturing and replaying wireless channels



Glenn Judd, Peter Steenkiste

August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05**

Publisher: ACM Press

Full text available:  pdf(6.06 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the required ...

Keywords: channel capture, emulation, wireless

6 The V distributed system



David Cheriton

March 1988 **Communications of the ACM**, Volume 31 Issue 3

Publisher: ACM Press

Full text available:  pdf(2.55 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The V distributed System was developed at Stanford University as part of a research project to explore issues in distributed systems. Aspects of the design suggest important directions for the design of future operating systems and communication systems.

7 Rover: a toolkit for mobile information access



A. D. Joseph, A. F. de Lespinasse, J. A. Tauber, D. K. Gifford, M. F. Kaashoek
December 1995 **ACM SIGOPS Operating Systems Review**, **Proceedings of the fifteenth ACM symposium on Operating systems principles SOSP '95**, Volume 29 Issue 5

Publisher: ACM Press

Full text available: [pdf\(2.18 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

8 The state of the art in locally distributed Web-server systems



Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu
June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.41 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms distributed systems, load balancing, routing mechanisms

9 Data base directions: the next steps



John L. Berg
November 1976 **ACM SIGMOD Record**, **ACM SIGMIS Database**, Volume 8, 8 Issue 4, 2

Publisher: ACM Press

Full text available: [pdf\(9.95 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#)

What information about data base technology does a manager need to make prudent decisions about using this new technology? To provide this information the National Bureau of Standards and the Association for Computing Machinery established a workshop of approximately 80 experts in five major subject areas. The five subject areas were auditing, evolving technology, government regulations, standards, and user experience. Each area prepared a report contained in these proceedings. The proceedings p ...

Keywords: DBMS, auditing, cost/benefit analysis, data base, data base management, government regulation, management objectives, privacy, security, standards, technology assessment, user experience

10 Crowd and group animation



Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.19 MB\)](#)

Additional Information: [full citation](#), [abstract](#)



A continuous challenge for special effects in movies is the production of realistic virtual crowds, terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including

the MASSIVE softwa ...


11 Computing curricula 2001

 September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available:  [pdf\(613.63 KB\)](#)  [html\(2.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

12 Level II technical support in a distributed computing environment

 Tim Leehane
September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services SIGUCCS '96**

Publisher: ACM Press

Full text available:  [pdf\(5.73 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

13 Content-triggered trust negotiation

 Adam Hess, Jason Holt, Jared Jacobson, Kent E. Seamons
August 2004 **ACM Transactions on Information and System Security (TISSEC)**, Volume 7 Issue :


Publisher: ACM Press

Full text available:  [pdf\(815.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The focus of access control in client/server environments is on protecting sensitive server resources by determining whether or not a client is authorized to access those resources. The set of resources is usually static, and an access control policy associated with each resource specifies who is authorized to access the resource. In this article, we turn the traditional client/server access control model on its head and address how to protect the sensitive content that clients disclose to and receive from ...

Keywords: Trust negotiation, access control, authentication, credentials

14 The space shuttle primary computer system

 Alfred Spector, David Gifford
September 1984 **Communications of the ACM**, Volume 27 Issue 9

Publisher: ACM Press

Full text available:  [pdf\(5.34 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: PASS, avionics system, space shuttle

15 A reliable multicast framework for light-weight sessions and application level framing

 Sally Floyd, Van Jacobson, Steve McCanne, Ching-Gung Liu, Lixia Zhang
October 1995 **ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '95**, Volume 25 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(1.67 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes SRM (Scalable Reliable Multicast), a reliable multicast framework for application level framing and light-weight sessions. The algorithms of this framework are efficient

robust, and scale well to both very large networks and very large sessions. The framework has been prototyped in wb, a distributed whiteboard application, and has been extensively tested on a global scale with sessions ranging from a few to more than 1000 participants. The paper describes the principles that ...

16 Web meets operating systems: Secure web application via automatic partitioning



Stephen Chong, Jed Liu, Andrew C. Myers, Xin Qi, K. Vikram, Lantian Zheng, Xin Zheng
October 2007 **Proceedings of twenty-first ACM SIGOPS symposium on Operating systems principles SOSP '07**

Publisher: ACM Press

Full text available: [pdf\(323.63 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Swift is a new, principled approach to building web applications that are *secure by construction*. In modern web applications, some application functionality is usually implemented as client-side code written in JavaScript. Moving code and data to the client can create security vulnerabilities but currently there are no good methods for deciding when it is secure to do so. Swift automatically partitions application code while providing assurance that the resulting placement is secure and ...

Keywords: compilers, information flow, security policies

17 GPGPU: general purpose computation on graphics hardware



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(63.03 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel and ...

18 Facial modeling and animation



Jörg Haber, Demetri Terzopoulos
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(18.15 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-physic-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

19 Mobile networking in the Internet

Charles E. Perkins
December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

Publisher: Kluwer Academic Publishers

Full text available: [pdf\(166.90 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Computers capable of attaching to the Internet from many places are likely to grow in popularity

until they dominate the population of the Internet. Consequently, protocol research has shifted into high gear to develop appropriate network protocols for supporting mobility. This introductory article attempts to outline some of the many promising and interesting research directions. The papers in this special issue indicate the diversity of viewpoints within the research community, and it is ...

20 Level set and PDE methods for computer graphics



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. The will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

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